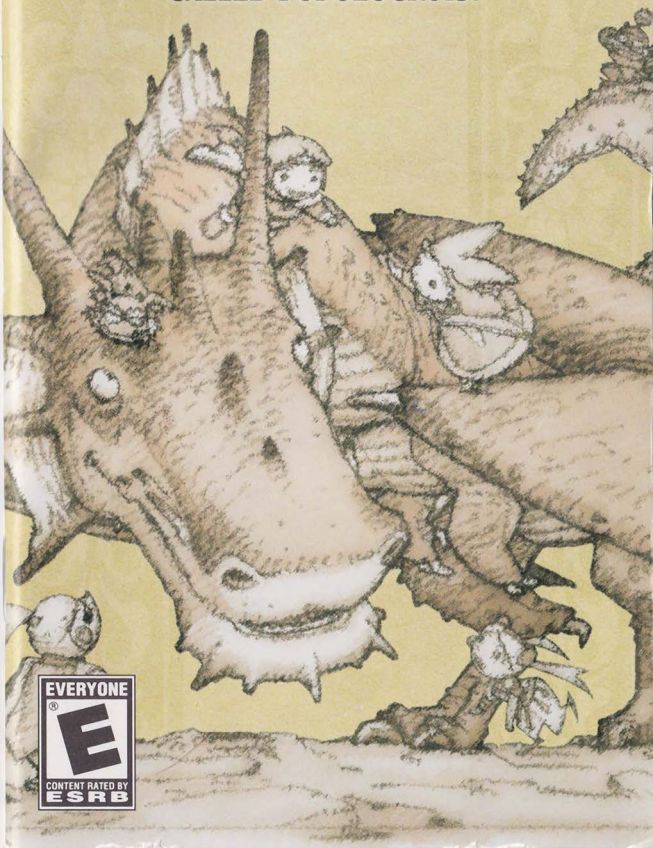
PoPoLoCrois™

Long, long ago when dragons ruled the skies and fairies roamed the forest...

...there was a kingdom called PoPoLoCrois.



EVERYONE
E
CONTENT RATED BY ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

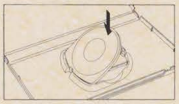
Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10018

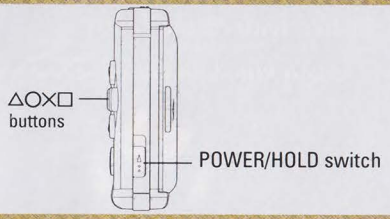
PoPoLoCrois™

Contents

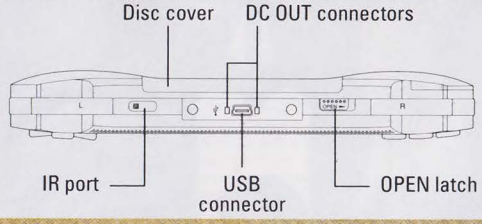
Getting Started . . 2
Starting Up 3
Story 4
Title Screen 5
Field Screen 6
Main Menu 8
Facilities 12
Battle 14
Battle Commands 18
Item List 22
Characters 24
Hints and Tips . 29
Credits 30

Getting Started

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT PoPoLoCrois disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

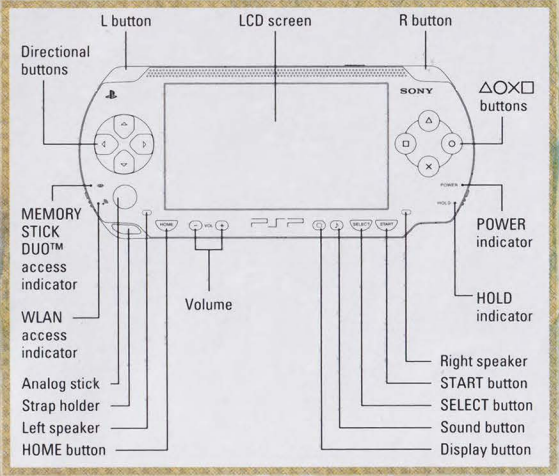
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up

PSP™ (PlayStation®Portable) system configuration



CONTROLS

Black text are functions on the map. Red text is other.

L button
(Battle) Change direction.
(Shop) Decrease quantity by 10.
Open battle journal.

R button
(Battle) Change direction.
(Shop) Increase quantity by 10.
(Field/Dungeon) Zoom.

⊗ button
Talk / Search / Open door.
Proceed.

◎ button
Cancel (Auto AI battle)
Open command menu.

▣ button
Open map.

△ button
Open main menu.

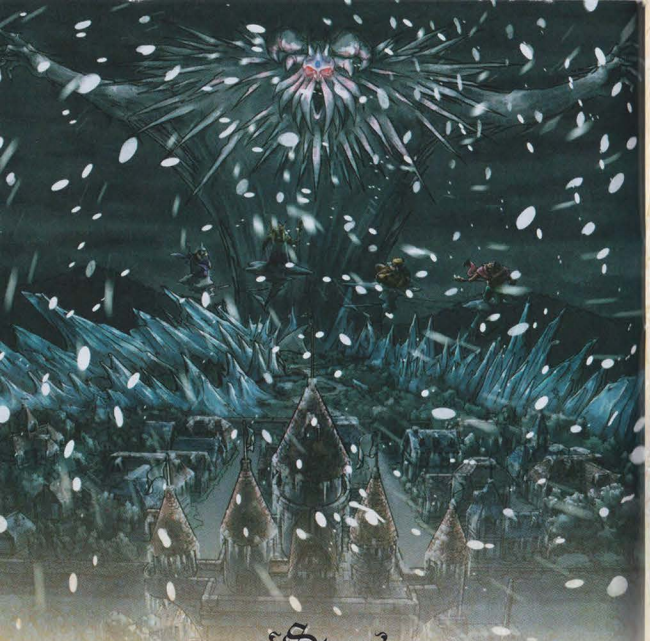
Direction buttons
Run / Walk (while holding X button).
Move cursor / Select command
(Battle) Select move point.

Analog stick
Run / Walk (while holding X button).

Start button
Skip movie.

Home button
Quit game.

Select button
Subtitles ON/OFF.



Story

10 years ago, PoPoLoCrois was turned into an icy wasteland, covered in snow and whipped by chilly winds. This horrible change was caused by the Ice Demon who came from the Land of Ice. The Ice Demon attacked PoPoLoCrois, along with his four evil wizards. The people of PoPoLoCrois did not have the power to stop them and they began to give up hope.

Then, one day, a beautiful dragon came down from the heavens to protect PoPoLoCrois. The Ice Demon and the dragon fought day after day, for many weeks, until finally the Ice Demon was defeated. But when the Ice Demon fell into the World of Darkness, he took the Dragon with him.

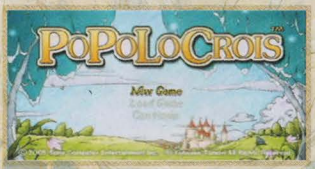
Time has passed... And in peaceful PoPoLoCrois, King Paulo's son Pietro is celebrating his tenth birthday. The people of PoPoLoCrois have put on a wonderful celebration for Pietro, and many well-wishers have sent him cards and gifts.

But... for some reason, Pietro still seems lonely.

Title Screen

Title Screen

After the opening movie, the title screen will appear.



NEW GAME

Start a new game from the beginning.

LOAD GAME

Load a saved game and continue the story from a previously saved point. Select this option if you have saved data.

CONTINUE

Resume the story from a "quick saved" point. Note that "quick saved" data will be overwritten when the "quick save" command is selected next time.

See page 7 for more "quick save" information.

• ***About saving the game.***

The game can be saved by selecting "Save game" at save points such as inns (see page 13).

In order to save the game, a Memory Stick Duo or Memory Stick PRO Duo with a minimum of 496KB of free space is necessary.

In addition, a "quick save" can be performed at other points (see page 7). In order to do a "quick save," an additional 496 KB of free space is necessary.

Field Screen

Field Screen

You control Prince Pietro to play the game.

When Pietro encounters monsters on the field and in villages, the screen switches to the battle screen.

Prince Pietro (main character)
Party members follow Pietro.

MOVING ON THE FIELD

Use the direction buttons or analog stick to move. To walk slowly, use the direction buttons or analog stick while holding down the ⊗ button.

TALK / SEARCH / OPEN DOORS

Use the ⊗ button to talk to people, search an area, or open a door.

OPEN MAIN MENU

Use the △ button to open the main menu. The main menu is where you select commands and change options.

See page 8 for more info.

OPEN MAP

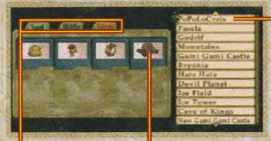
Use the ○ button to open the area map. To view the world map, press ⊗ button while the area map is displayed.

Area map
View area map of selected area.

Current position
A flag is displayed at the destination point.

OPEN BATTLE JOURNAL

Press the L button, or select it in the main menu, to view the battle journal. With the battle journal, you can view the cards of monsters that Pietro has previously defeated. Press the ⊗ button to view the selected monster's details.



Area list
Lists the areas that Pietro has visited. Monsters appearing in that area are displayed.

Card size
Monster cards are either: Small; Medium; Large; or Extra Large. Press the L or R button to switch.

Card
If the monster is defeated, the card of that monster is displayed on the screen.

QUICK SAVE

Press the △ button to open the main menu, then select "quick save" to save and quit the game.

In order to "quick save," a Memory Stick Duo or Memory Stick PRO Duo, with a minimum of 496KB of free space, is necessary.

Quick saved data can be resumed by selecting "Continue" from the title screen.

See page 5 for more info about "Continue."

**** Quick save cannot be selected or performed during events or battles.***

Main Menu

Main Menu

On the field screen, press the △ button to open the main menu. You can select from five menu commands.

Status window
Use the left and right direction buttons to switch characters.

Current gold

Command menu

Description window

[Viewing the Status Window]

Current level

Current HP / Maximum HP

Current MP / Maximum MP

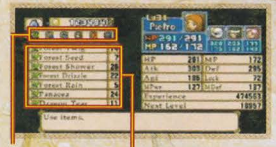
[Viewing the Command Menu]

- Items
- Special Skills - Page 9
- Equipment - Page 10
- AI Battle Setting - Page 11
- View / Options - Page 11

Items

Medicines can be used and other items can be viewed here.

To use medicines, select the medicine you wish to use, and the character you wish to use it on, with the ✕ button.



Item icons

Item list

ABOUT ITEM ICONS

Items are organized in six different categories.

[Viewing the Item Icons]

Medicines

Medicines, food and seeds that can be used as items.

Weapons

Swords and canes that increase attack power when equipped.

Accessories

Items such as rings and bracelets that have effects when equipped.

Unknown Items (Page 29)

These items are used for Gami Gami Devil's "Slingshot."

Esper Items

When used in battle, they summon monsters that fight for the party.

Important Items/Souvenirs

These are items related to the game's story.

Special Skills

Special skills are distinctive magics and attacks that each character possesses. Special skills consume the character's MP when they are used.

To use a special skill, follow the directions below:

- Select character to use special skill.
- Select which special skill to use.
- Select the target that the special skill is directed.

Special skill name / Level / MP consumed
Special skills that can be used on the field are enclosed by blue lines.

Special skill experience
Indicates the selected special skill's experience and the experience needed to reach the next level.

• About special skill level up.
When the party defeats monsters in battle, each character will earn experience points for each special skill that the character has learned. When enough experience points are earned, the character's special skill levels up.

Equipment

Equipment and accessories can be changed in this screen.

Equipped weapon / Accessories

Weapon / Accessories that can be equipped.

Status of selected character.

[Viewing status]

Current status / Ability after changing equipment
A blue arrow is displayed if the ability will increase after changing equipment. A red arrow displayed if the ability will decrease after changing equipment.

Status name

HP	Character's stamina. It decreases when a character is damaged. The character will be knocked out if it reaches 0.
MP	Character's magic points. It decreases when a special skill is used.
Atk (Attack)	Affects the amount of damage when attacking an enemy.
Def (Defense)	Character receives less damage if Def (defense) is high.
Agi (Agility)	Character has wider area of movement in battle if Agility is higher and the character's turn comes back faster.
Luck	Affects the rate of evading enemy attacks and critical hits on the enemy.
MPwr (Magic Power)	The effect of a special skill increases based on MPwr.
MDef (Magic Defense)	Magic defense. Damage caused by enemy special skills decreases as MDef rises.
Experience	Amount of experience earned. The character levels up when the needed amount of experience is earned.
Next Level	Experience the character needs to reach the next level.

AI Battle Settings

AI Battle settings is "automatic" by default.

See page 21 for details.

View / Options

Five menu commands are available. Select the menu command you want with the ⊗ button.

[Viewing the options]

Options	Multiple game settings can be adjusted in the options menu. Press the ⊗ button to confirm.
Map - Page 7	Opens the map.
Battle Journal - Page 7	If the party has the "Monster Cards," the Battle Journal is available.
Organize Data	You can delete data here.
Quick Save - Page 7	Quick save is performed and the game can be safely exited.

Options Menu	
Message Speed	Message speed can be changed to Slow, Medium, and Fast.
Movie Subtitles	Turn ON/OFF movie subtitles.
BGM Volume	Set the BGM (music) volume from 0 (Silence) to 99 (Maximum).
SE Volume	Set the SE (sound effects) volume from 0 (Silence) to 99 (Maximum).

Facilities

Buying items in a shop

When "Buy" is selected in a shop, the window shown below is displayed. Select an item to purchase and press the ⊗ button. Then, select how many items to buy and press the ⊗ button again to purchase the item.

Current gold

Status of selected character

Item description window

List of items and the amount the party possesses
On the right side, the price of each item and number of items the party possesses are displayed.

BUYING IN QUANTITY...

When selecting the number of items to buy and "Buy All" is selected, the maximum number of items will be purchased.

• *Check the character graphic when selecting equipment!*
If you place the cursor on a weapon or accessories when purchasing it, on the items screen, or on the equipment screen, an arrow is displayed on the status window near the face of the character.

Selected weapon / accessory is already equipped.	*Status increases if selected weapon / accessory is equipped.*	*Status decreases if selected weapon / accessory is equipped.*

Selling items in a shop

When "Sell" is selected in a shop, the window shown below is displayed. Selecting items to sell has the same procedure as purchasing items.

Current gold

Item icon (see page 9)

Item description window

List of items in possession
On the right side, the price of each item and number of items the party possesses are displayed.

Inn

Inns are places to heal the party's HP / MP, and also to save the game.

STAY ONE NIGHT

All members' HP and MP is restored after staying at an inn, but you have to pay for this service.

SAVE THE GAME

An inn lets you save the game. Select the data to save and press ⊗ button.

• *Other save points.*
There are other places, such as a "Light Pillar," that let you save the game. Also, there are places that restore all party members' HP and MP.

Battle

Battle Screen

The screen switches to the battle screen shown below when the party encounters a monster.

[Battle Screen Status Window]

*At the start of the game, the default battle setting is set to auto AI battle. If you wish to use "Manual" for battle, please change the setting to "Manual" with "AI Command."

Battle Flow

Battles are fought in a real-time turn-based method. Each character has an active gauge, which increases. When a character's active gauge is full, that character takes a turn.

ACTIVE GAUGE INCREASES

When the gauge is full, the character's battle commands are displayed.

Status window
The larger status window displays the character currently taking a turn.
Battle command
Description window

BATTLE COMMANDS

Selecting a battle command is how you command a character in battle.

Status window
The larger status window displays the character currently taking a turn.
Battle command
Description window

[Viewing the Command Menu]

- Move / Attack - Page 18
- Special Skills - Page 19
- Items - Page 20
- Flee - Page 20
- Focused Attack - Page 21
- AI Battle - Page 21

END TURN

Once a battle command is selected, the character's turn ends and its active gauge empties.

FULL GAUGE CHARACTER TAKES TURN

A number appears when the character attacks an enemy or uses a healing spell.

White numbers:	Normal attack damage
Yellow numbers:	Critical hit damage
Green numbers:	Healing
Blue numbers:	MP is restored

Watch out for status changes

An icon is displayed above the character's head if the character's status is not normal after getting attacked by an enemy. The status change will go away after a certain period of time, but items or spells can also remove the status. Status changes can cause the character to act slow, stop, sleep and more. It's wise to immediately remove any status change that one of your characters has.

Stone Character's body is paralyzed and active gauge stops, making movement difficult.

Sleep Character falls asleep and active gauge stops, making any action unavailable. The character wakes up when hit.

Poison Character's body is inflicted with poison, causing damage over time.

Chaos Character's mind is struck with chaos, causing confusion. The character will randomly attack enemy or party members.

Slow Character's agility is decreased, making the active gauge slow down.

Age Character's body feels old, decreasing movement and evasion.

Stun Character's body is stunned by magic, and cannot move. But, the character can still attack and use items.

When all enemies are defeated...

After defeating all enemies or all enemies run away, the party wins the battle. Victory confirmation, Exp and special skill Exp earned, gold earned, and items obtained are displayed in that order. Also, when a character levels up, a message is displayed.

When a character is knocked out in battle, the character rejoins the party with 1 HP after the battle.

When the party is defeated...

When a character's HP reaches 0, that character is knocked out and is not able to fight. When all members of the party are knocked out, the party loses. If the party loses in battle, the game will resume from the last saved point with half their gold total. Earned experience remains the same if the party loses the battle.

See page 13 about saving the game.

*In some occasions, depending on the scenario, the game might resume from a certain point after the party loses in battle.

Battle Commands

Move / Attack

This command allows the character to move and then attack. You can also choose to only move or only attack without moving.

Target field (Red)
Character attacks when an enemy is within this field.

Area that the character can move

ATTACK / MOVE ORDER

Use the direction buttons to move the character to the area you wish to move (character doesn't have to move). Use the L button and R button to change the direction the character is facing.

After you have moved the character to the desire location and direction, press the ⊗ button to confirm the movement. When a monster is within the target field, the character automatically attacks the monster and the damage amount is displayed.

**When attacking a monster from the side or behind, the damage is increased.*

USING COMBINATION ATTACKS

If "Move/Attack" is selected when the focused attack gauge is full, two characters can perform a combination attack. When the two characters are positioned on the field in a certain way, the target field will turn pink. Press the ⊗ button when the target field is pink to perform the combination attack. There are many different characters and positions that allow for combination attacks. Try experimenting with many different positions.

See page 21 for focused attack gauge info.

** Only one combination attack can be used per battle.*
** If the monster is not within the target field when positioning the combination attack, the target field will not turn pink.*

Special skills

Special skills use MP. Characters can use special skills to attack enemies and heal party members. When a special skill is selected, the target field is displayed. Select the target field you wish to use the special skill on and press the ⊗ button.

USING SPECIAL SKILLS

The target field color changes depending on the special skill used.

Red (Attack): Character will attack the monster(s) within the target field.

Green (Heal): Character will heal the character(s) within the target field.

Items

This command allows you to use medicines and Espers.

USING MEDICINE ITEMS

When a medicine is selected to use, a green target field is displayed. Select the character to use the medicine on and press the ⊗ button.

USING ESPER ITEMS

When an Esper item is used in battle, it summons a character (monster) that joins the party and fights with enemies. You are able to control summoned characters with battle commands. When the summoned creature's HP reaches 0, or the battle ends, it disappears.

Magical monster:
Jewel items summon monsters. A Jewel can only be used once. After it's used, it disappears.

Warrior:
Orb items summon a warrior from another world. They can be used as many time as you wish, but they cost MP to use.

Flee

This command allows you to flee from battle. The party can flee from battle at anytime (except when facing a boss). When fleeing from battle, the party will drop some of their money.

** The party cannot flee from some battles.*

Focused Attack

When this command is selected, the character skips one turn and can attack the enemy next turn with greater damage. When the focused attack command is selected, the active gauge changes to the "focused attack gauge" and is displayed in red. If a character attacks an enemy when the focused attack gauge is full, damage to the enemy is greater than a normal attack. Also, focused attacks can be used to perform combination attacks. Remember that the active gauge returns to normal next turn, even if the character does not use a focused attack when the focused attack gauge is full.

See page 19 for combination attack info.

AI Battle Command

This command lets you change your auto-battle set-up. During battle, characters automatically move and select battle commands unless "Manual" is selected.

Commands

Manual	Player manually selects battle commands.
Full Assault	Members use the strongest attacks / skills.
Attack	No skills are used.
Defensive	Members focus on keeping their HP high.

SWITCH AUTO-BATTLE TO MANUAL?

When an auto-battle mode is selected, battles progress automatically. When you wish to control your characters manually, press the ◉ button when it is the character's turn. The battle command menu will be displayed and you'll be able to change the character's battle command.

** At the beginning of the game, the AI battle command is set to automatic. Unless "Manual" is set, you cannot control battles.*

Item List

Medicines

Forest Leaf
A party member recovers 50 hit points.

Forest Shower
The entire party recovers 100 hit points.

Nuts
Striped mice love these nuts. They are useful for restoring a few hit points.

Ice Cream
We all scream for ice cream. An all-time favorite.

Strength Seed
Increases the user's strength.

Force Seed
Increases the user's magic defense.

Weapons

Dragon Sword
Sword infused with the power and might of a dragon.

Heroic Blade
Once owned by a renowned knight. It increases critical hit rate by 10%.

Soulweaver
A staff created by an arch mage to increase magical powers.

Long Sword
A long-bladed sword commonly used by knights.

Mindwrecker
Hammer feared among opponents due to its severe damage and shock property.

Great Bow
Its tricky-to-use mechanism provides additional strength.

Katana
Forged by a legendry blacksmith with distinct craftsmanship.

Accessories

Metal Bracer
A standard-issued bracer used to slightly increase defense.

Eye Ring
A magic ring that offers additional protection from attacks.

Rubber Shoes
Shoes made from comfortable rubber that increase the user's agility.

Rainbow Charm
Created to capture the colors of a rainbow to increase luck.

Mirror Symbol
Unique item created from a rare mirror like substance that absorbs attacks.

Prince Badge
Special emblem worn by a prince to increase properties.

Espers

Sword Jewel
Summons Evil Knight.

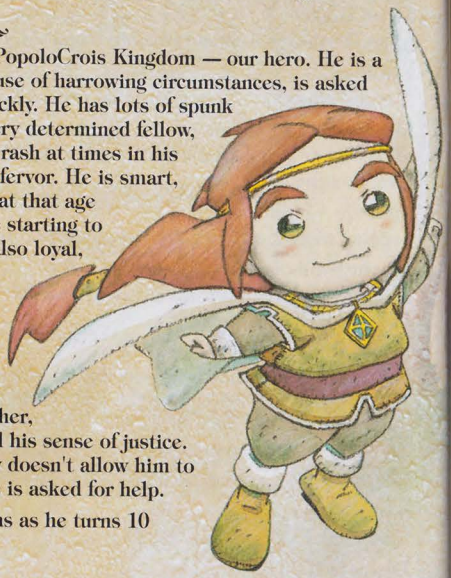
Dyson Orb
Summons Dyson: Cost 20 MP.

Characters

Pietro

The prince of PopoloCrois Kingdom — our hero. He is a boy who, because of harrowing circumstances, is asked to grow up quickly. He has lots of spunk and drive. A very determined fellow, he can also be rash at times in his eagerness and fervor. He is smart, funny and just at that age where girls are starting to matter. He is also loyal, caring and fun-loving (when there is time). He is driven by the love he has for his mother and father, his friends, and his sense of justice. His personality doesn't allow him to say no when he is asked for help.

The story begins as he turns 10 years old.



Narcia

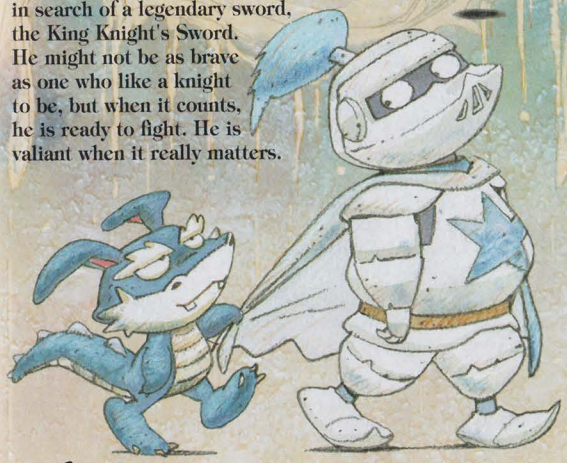
A forest witch (a good witch...think "little Earth Mother") who lives in Flonel Forest with her sister, Guilda. She is loyal, fun-loving, brave, and wears her heart on her sleeve. While she is a bit shy, she is also whip-smartfearless, and very sensible. Her body has a horrible obversion to saltwater. She helps Pietro by being at the top of her game, magically speaking.

Witch Guilda

She is a forest witch and Narcia's sister. She is difficult, but very kind.

White Knight

A "brave knight" traveling the world in search of a legendary sword, the King Knight's Sword. He might not be as brave as one who like a knight to be, but when it counts, he is ready to fight. He is valiant when it really matters.

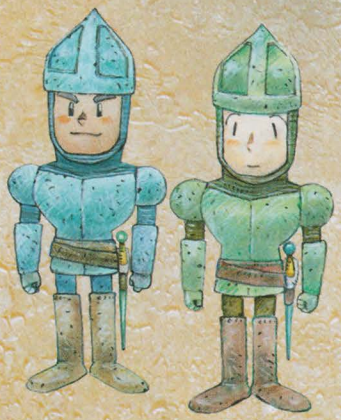


Gabo

A dragon baby born in the Earth Dragon's nest. Because White Knight was the first thing it saw after hatching, it follows him, thinking he's its mother.

Gami Gami Devil

A maniac inventor who calls himself a "Devil." He is in love with Narcia and he sees Pietro as his romance rival.



Gon and Don

They are PopoloCrois Castle guards. Because they are the youngest soldiers in the castle, they are often ordered to travel with Pietro.

Jilva

She is princess of Roma, the music country, and an expert dancer. She is very tomboyish and quite outgoing. Once she gets an idea into her head she really clings to it.

Leona

She is a strong, and exceptionally skilled, archer with the ability to understand animal languages.

Kimendoji

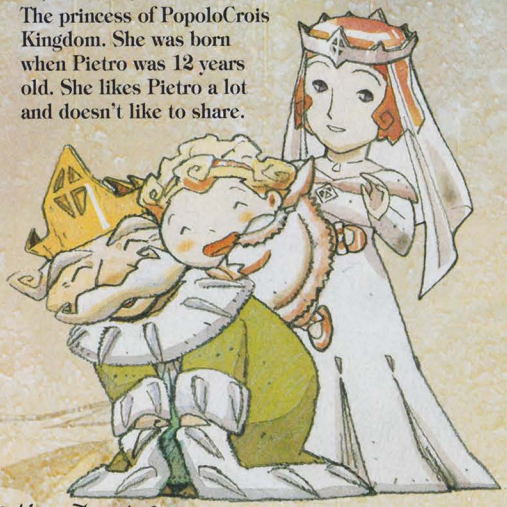
A mysterious Samurai who joins Pietro as a guard. He wears a scary looking mask, but he has a phobia of dogs.

Queen Sania

Pietro's mother. She fell into a mysterious sleep soon after Pietro was born.

Elena

The princess of PopoloCrois Kingdom. She was born when Pietro was 12 years old. She likes Pietro a lot and doesn't like to share.



King Daudo

The king of PopoloCrois Kingdom and Pietro's father. Well meaning, loving, sensitive and thoughtful, but not the strongest king we've ever seen. He loves Pietro very much, but worries a lot about him (and everything) as well.

Maira

The great lord, Jurius's daughter. Her arrogant personality and actions toward other people's beauty caused her to be banished from heaven and turned into a beast.

Ice Demon

The ruler of North Land and master of ice magic. In the past, he attacked PopoloCrois but was defeated by a dragon and fell into the World of Darkness.

Hints and Tips

Try pushing objects...

The party might be able to push certain rocks and other objects that appear in dungeons and around the world.

New passages or holes might be found by moving objects or a door may open by moving objects.

Leona can talk to animals!

Leona can understand animal languages. Once Leona joins the party, try talking to animals around the world.

Animals might have important hints.

Gami Gami Devil's Slingshot!

Gami Gami Devil's special skill, "Slingshot" can fire "Items" and "Unknown items" at enemies. The damage differs depending on the items used for the slingshot. Try experimenting with many different items.

See page 9 for info about "Unknown Items."

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